

Character Class

Jezendrex'lendelius ("Jezzen")

Character Class Companion

By Chris Lindsay



Jezzen is a free thinker among dragons. Exiled from Argonnessen, he espoused the belief that any portents his kin witnessed were not complex prophetic visions; rather, they were the sad attempt of a once proud race to grant itself importance in a time where its power and majesty could be overcome by the work of a few dedicated humanoids. Not willing to believe that any given creature's destiny can be found spelled out on a cavern wall, night sky, ink blotted page, or ridiculous birthmark, this clever artificer spends a great deal of energy finding ways to debunk the theories and postulations of those dragons who believe themselves much wiser than he. Since such thoughts are considered heresy among the dragons of Argonnessen, Jezzen was chased off the continent and driven into hiding.

Where the mischievous dragon currently resides is anyone's guess, though it is not an uncommon belief (among his draconic brethren) that the pesky red found his way to Khorvaire, where he works feverishly to develop groups of powerful individuals capable of moving fate to their own whim—thus proving Jezzen's theory that the draconic prophecies are nothing more than poetic ruminations and half-guesses, clearly something any halfwit conjurer or tea leaf reader could devise.

For some time, Designer Skip Williams has been giving the lowdown on how to play different types of characters in his popular *Character Class* column. In his most recent column, Skip covered the artificer; from this column:

The artificer from the *Eberron Campaign Setting* represents an approach to magic that's a little different from spellcasting as presented in the *Player's Handbook*. To an artificer, magic is neither arcane nor divine, but a force to be captured and infused into items. At the core, an artificer is a master of gadgets. That's just the beginning, however. Your artificer can be cool-headed problem solver, an aesthetic philosopher, a cunning explorer, a magical dilettante, or a combat magician. [More](#).

Combat

Generally speaking, Jezzen is not interested in direct confrontation. He prefers to move behind the scenes. That said, whenever he cannot avoid a fight, he likes to initially approach the conflict like a well-considered game of chess, moving allies into favorable positions as well as committing his personal resources in the most efficient and deadly manner possible. Once engaged in combat, however, Jezzen then tends to fly (no pun intended) by the seat of his pants, quickly adapting to the ever-changing chaos of battle with brutal efficiency. He is fond of using his infusions to power up himself and allies, and then attempts to weaken his opponents with an arsenal of magic before committing himself to physical combat.

Jezzen the Dragon (Juvenile)

At this stage, Jezzen has but recently been exiled from Argonnessen. He has traveled to Khorvaire where he finds the lesser races mired in war and conflict, in which he has no interest in participating. The wily dragon has gone into hiding, and spends his



time in study, biding his time until the wars come to a close and he can begin to test those who would be heroes. In preparation for the day when he must approach the adventurers of Khorvaire at-large, Jezzen created the *collar of camouflage* so as to hide his true nature until such time as he finds those worthy to look upon him without prejudgment (or fleeing in terror).



Jezendrex'lendelius ("Jezzen") CR 12

Male juvenile red dragon artificer 5

CG Large dragon (fire)

Init +0; **Senses** blindsense 60 ft., darkvision 120ft., low-light vision, Listen +18, Spot +18

AC 24, touch 9, flat-footed 24

hp 205 (21 HD)

Immune sleep, paralysis, fire

Fort +15, **Ref** +11, **Will** +16

Weakness vulnerability to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor)

Melee bite +27 (2d6+9) and 2 claws +22 (1d8+4) and 2 wings +22 (1d6+4)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +19; **Grp** +32

Special Actions breath weapon, infusions, spells, spell-like abilities

Combat Gear *scroll of ice storm*, *scroll of sleet storm*, *scroll of solid fog*, *scroll of wall of force*

Sorcerer Spells Known (CL 3rd):

1st (6/day)- *comprehend languages*, *obscuring mist*, *true strike*

0 (6/day)- *detect magic*, *read magic*, *light*, *mage hand*, *message*

Infusions/Day (CL 5th): 4 1st Level/4 2nd Level/2 3rd Level

Spell-Like Abilities (CL 4th):

4/day-*locate object*

Abilities Str 29, Dex 10, Con 19, Int 17, Wis 15, Cha 14

SQ blindsense 60 ft., darkvision 120 ft., low-light vision; artificer knowledge +8, artisan bonus, disable trap, item creation, retain essence

Feats Action BoostEBR, Brew Potion, Cleave, Craft

HomunculusEBR, Craft Magic Arms and Armor, Craft Wondrous Item, Dragon ProphetMOE, Exceptional ArtisanEBR, Flyby Attack, Heroic SpiritEBR, Hover, Power Attack, Scribe Scroll, Wingover

Skills Appraise +15, Concentration +16, Diplomacy +16, Disable Device +15, Knowledge (arcana) +15, Knowledge (architecture and engineering) +15, Knowledge (history) +15, Knowledge (local) +15, Listen +18, Open Lock +12, Search +15, Sense Motive +14, Spot +18, Use Magic Device +14 (+16 to activate scrolls)

Collar of Camouflage: Created by the combined efforts of Jezzen and an unknown doppelganger wizard, this rather innocuous looking steel collar allows him to assume the form of a kobold at will. This is the guise the mischievous dragon prefers when dealing with non-dragons, since it allows him to interact with them without causing undue alarm or concern for their well being.

When in this form, Jezzen receives a -12 penalty to his Strength, a -6 penalty to his Constitution (as the collar reduces physical ability scores by size category, rather than to that of a typical kobold), and his natural armor bonus is reduced to +1. He does however receive a +4 bonus to his Dexterity, not to mention the benefits of being size small.

Whether or not this collar works on anyone but Jezzen is a matter for minor speculation. Since the collar is unique, Jezzen refuses to tell anyone about it, except his closest friends and allies (of which there are few). The collar takes up the necklace slot on the body. Changing to and from this form is a standard action that

Possessions combat gear, *collar of camouflage*, *headband of intellect* +2

Breath Weapon (Su): 40-ft. cone, once every 1d4 rounds, damage 8d10 fire, Reflex DC 24 half.

Artificer Knowledge (Ex): Jezzen can make a special artificer knowledge check with a +8 bonus to detect whether a specific item has a magical aura. Jezzen must hold and examine the object for 1 minute. A successful check against DC 15 determines that the object has magical qualities, but does not reveal the specific powers of the item.

does not provoke an attack of opportunity.

Moderate transmutation; CL 5th; Craft Wondrous Item, change shape supernatural ability (doppelganger); Price 20,000 gp; Limitations requires a Use Magic Device check DC 20 to activate; must be a creature of type dragon; must be of good alignment.

Artisan Bonus (Ex): Jezzen gains a +2 bonus on Use Magic Device checks to activate an item of a kind for which he has the prerequisite item creature feat.

Disable Trap (Ex): Jezzen can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + level of the spell used to create the trap.

Jezzen can use the Disable Device skill to disarm magic traps. Usually the DC is 25 + the level of the spell used to create the trap. If Jezzen beats a trap's DC by 10 or more with a Disable Device check, he can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Item Creation (Ex): Jezzen can create a magic item even if he does not have access to the spells that are prerequisites for the item. He must make a successful Use Magic Device check (DC 20 + caster level) to emulate each spell normally required to create the item.

Retain Essence (Su): Jezzen has the ability to salvage the XP from a magic item and use those points to create another magic item. Jezzen must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day the item is destroyed and Jezzen adds the XP it took to create the item to his craft reserve.

Jezzen the Kobold (Juvenile)

Jezendrex'lendelius ("Jezzen") CR 12

Male kobold artificer 5

CG Small humanoid (reptilian)

Init +2; Senses blindsense 60 ft., darkvision 120ft., low-light vision, Listen +18, Spot +18

AC 21, touch 13, flat-footed 19

hp 205 (21 HD)

Immune sleep, paralysis, fire

Fort +12, **Ref** +13, **Will** +16

Weakness vulnerability to cold

Speed 30 ft. (6 squares)

Melee+1 *holy spear* +24/+19/+14/+9 (1d6+5 plus 2d6 against evil/x3)

Ranged+1 *holy spear* +23 (1d6+5 plus 2d6 against evil/x3)





Space 5 ft.; **Reach** 5 ft.

Base Atk +19; **Grp** +18

Special Actions breath weapon, infusions, spells, spell-like abilities

Combat Gears *scroll of ice storm, scroll of sleet storm, scroll of solid fog, scroll of wall of force*

Sorcerer Spells Known (CL 3rd):

1st (6/day)- *comprehend languages, obscuring mist, true strike*

0 (6/day)- *detect magic, read magic, light, mage hand, message*

Infusions/Day (CL 5th): 4 1st Level/4 2nd Level/2 3rd Level

Spell-Like Abilities (CL 4th):

4/day-*locate object*

Abilities Str 17, Dex 14, Con 13, Int 17, Wis 15, Cha 14

SQ blindsense 60 ft., darkvision 120 ft., low-light vision; artificer knowledge +8, artisan bonus, disable trap, item creation, retain essence

Feats Action BoostEBR, Brew Potion, Cleave, Craft HomunculusEBR, Craft Magic Arms and Armor, Craft Wondrous Item, Dragon ProphetMOE, Exceptional ArtisanEBR, Flyby Attack, Heroic SpiritEBR, Hover, Power Attack, Scribe Scroll, Wingover

Skills Appraise +15, Concentration +13, Diplomacy +16, Disable Device +15, Knowledge (arcana) +15, Knowledge (architecture and engineering) +15, Knowledge (history) +15, Knowledge (local) +15, Listen +18, Open Lock +14, Search +15, Sense Motive +14, Spot +18, Use Magic Device +14 (+16 to activate scrolls)

Possessions combat gear, +3 *mithral shirt*, +1 *holy spear*, *collar of camouflage*, *headband of intellect* +2

Breath Weapon (Su): 40-ft. cone, once every 1d4 rounds, damage 8d10 fire, Reflex DC 24 half.

Artificer Knowledge (Ex): Jezzen can make a special artificer knowledge check with a +8 bonus to detect whether a specific item has a magical aura. Jezzen must hold and examine the object for 1 minute. A successful check against DC 15 determines that the object has magical qualities, but does not reveal the specific powers of the item.

Artisan Bonus (Ex): Jezzen gains a +2 bonus on Use Magic Device checks to activate an item of a kind for which he has the prerequisite item creature feat.

Disable Trap (Ex): Jezzen can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + level of the spell used to create the trap.

Jezzen can use the Disable Device skill to disarm magic traps. Usually the DC is 25 + the level of the spell use to create the trap. If Jezzen beats a trap's DC by 10 or more with a Disable Device check, he can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Item Creation (Ex): Jezzen can create a magic item even if he does not have access to the spells that are prerequisites for the item. He must make a successful Use Magic Device check (DC 20 + caster level) to emulate each spell normally required to create the item.

Retain Essence (Su): Jezzen has the ability to salvage the XP from a magic item and use those points to create another magic item. Jezzen must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day the item is destroyed and Jezzen adds the XP it took to create the item to his craft reserve.

Jezzen the Dragon (Adult)

The wars on Khorvaire have finally died down to a dull roar and a few local squabbles. Jezzen has now begun his search for those beings that will rise from the ashes of their forefather's conflicts, and prove themselves worthy to take on the challenges that he would set before them-this, in preparation for the ultimate task of proving those haughty, draconic fools of Argonnessen wrong, ultimately shifting the burden of fate away from their insipid machinations and back into the hands of the individual.

Jezendrex'lendelius ("Jezzen") CR 20

Male adult red dragon artificer 10

CG Huge dragon (fire)

Init +0; Senses blindsense 60 ft., darkvision 120ft., low-light vision, Listen +25, Spot +25

AC 29, touch 8, flat-footed 29

hp 298 (32 HD); DR 5/magic

Immune sleep, paralysis, fire; SR 21

Fort +21, **Ref** +16, **Will** +24

Weakness vulnerability to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor)

Melee bite +38 (2d8+11) and 2 claws +33 (2d6+5) and 2 wings +33 (1d8+5) and tail slap +33 (2d6+16)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +29; **Grp** +48

Special Actions breath weapon, crush (2d8+16), infusions, spells, spell-like abilities

Combat Gear *scroll of feeblemind, scroll of greater dispel magic, scroll of acid fog, scroll of wall of force, scroll of raise dead, wand of magic missile (9th), wand of cure critical wounds, wand of holy smite (8th), wand of lightning bolt (10th)*

Sorcerer Spells Known (CL 7th):

3rd (5/day)-*dispel magic, haste*

2nd (7/day)-*detect thoughts, invisibility, spider climb*

1st (7/day)- *comprehend languages, magic missile, obscuring mist, shield, true strike*

0 (6/day)- *detect magic, read magic, light, mage hand, mending, message, prestidigitation*

Infusions/Day (CL 10th): 5 1st Level/5 2nd Level/5 3rd Level/4 4th Level

Spell-Like Abilities (CL 4th):

6/day-*locate object*

Abilities Str 33, Dex 10, Con 21, Int 18, Wis 19, Cha 16

SQ blindsense 60 ft., darkvision 120 ft., low-light vision, frightful presence (DC 29); artificer knowledge +14, artisan bonus, disable trap, item creation, retain essence, metamagic spell trigger

Feats Action BoostEBR, Brew Potion, Cleave, Craft HomunculusEBR, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Dragon ProphetMOE, Exceptional ArtisanEBR, Extraordinary ArtisanEBR, Flyby Attack, Heroic SpiritEBR, Hover, Legendary ArtisanEBR, Maximize Spell, Power Attack, Prophecy's ArtifexMOE, Scribe Scroll, Wingover

Skills Appraise +21, Concentration +24, Craft (gemcutting) +21, Diplomacy +22, Disable Device +25, Knowledge (arcana) +25, Knowledge (architecture and engineering) +21, Knowledge (history) +21, Knowledge (local) +21, Listen +25, Open Lock +21, Search +21, Sense Motive +21, Spot +25, Use Magic Device +24 (+26 to activate scrolls, rods, and wands)

Possessions combat gear, *collar of camouflage, headband of intellect +2, ring of master artifice (least) MOE, ring of master artifice (lesser) MOE, wand bracelet*MOE

Breath Weapon (Su): 50-ft. cone, once every 1d4 rounds, damage 12d10 fire, Reflex DC 33 half.

Crush (Ex): This special attack allows a flying or jumping red dragon to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the red dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the red dragon's body. Creatures in the affected area must succeed on a DC 21 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the red dragon moves off them. If the red dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. A crush attack deals 2d8+16 points of damage.

Frightful Presence (Su): Jezzen can inspire terror by charging, attacking, or flying overhead. Affected creatures must succeed on a DC 29 Will save or become shaken, remaining in that condition as long as they remain within 180 feet of Jezzen. The save DC is Charisma-based.

Artificer Knowledge (Ex): Jezzen can make a special artificer knowledge check with a +14 bonus to detect whether a specific item has a magical aura. Jezzen must hold and examine the object for 1 minute. A successful check against DC 15 determines that the object has magical qualities, but does not reveal the specific powers of the item.

Artisan Bonus (Ex): Jezzen gains a +2 bonus on Use Magic Device checks to activate an item of a kind for which he has the prerequisite item creature feat.

Disable Trap (Ex): Jezzen can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + level of the spell used to create the trap.

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Item Creation (Ex): Jezzen can create a magic item even if he does not have access to the spells that are prerequisites for the item. He must make a successful Use Magic Device check (DC 20 + caster level) to emulate each spell normally required to create the item.

Retain Essence (Su): Jezzen has the ability to salvage the XP from a magic item and use those points to create another magic item. Jezzen must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day the item is destroyed and Jezzen adds the XP it took to create the item to his craft reserve.

Metamagic Spell Trigger (Su): Jezzen can apply a metamagic feat he knows to a spell trigger item (generally a wand). He must have the appropriate item creation feat for the spell trigger item he is using. Using this ability expends additional charges from the item equal to the number of effective spell levels the metamagic feat would add to the spell.

Jezzen the Kobold (Adult)

Jezendrex'lendelius ("Jezzen") CR 20

Male kobold artificer 10

CG Small humanoid (reptilian)

Init +2; Senses blindsense 60 ft., darkvision 120ft., low-light vision, Listen +25, Spot +25

AC 23, touch 13, flat-footed 21

hp 298 (32 HD); DR 5/magic

Immune sleep, paralysis, fire; SR 21

Fort +18, **Ref** +18, **Will** +24

Weakness vulnerability to cold

Speed 30 ft. (6 squares)

Melee+3 *holy returning spear* +38/+33/+28/+23 (1d6+10 plus 2d6 against evil/x3)

Ranged+3 *holy returning spear* +35 (1d6+8 plus 2d6 against evil/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +29; **Grp** +30

Special Actions breath weapon, infusions, spells, spell-like abilities

Combat Gear*scroll of feeblemind, scroll of greater dispel magic, scroll of acid fog, scroll of wall of force, scroll of raise dead, wand of magic missile (9th), wand of cure critical wounds, wand of holy smite (8th), wand of lightning bolt (10th)*

Sorcerer Spells Known (CL 7th):

3rd (5/day)-*dispel magic, haste*

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Abilities Str 21, Dex 14, Con 15, Int 18, Wis 19, Cha 16

SQ blindsense 60 ft., darkvision 120 ft., low-light vision, frightful presence (DC 29); artificer knowledge +14, artisan bonus, disable trap, item creation, retain essence, metamagic spell trigger

Feats Action BoostEBR, Brew Potion, Cleave, Craft HomunculusEBR, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Dragon PropheisierMOE, Exceptional ArtisanEBR, Extraordinary ArtisanEBR, Flyby Attack, Heroic SpiritEBR, Hover, Legendary ArtisanEBR, Maximize Spell, Power Attack, Prophecy's ArtifexMOE, Scribe Scroll, Wingover

Skills Appraise +21, Concentration +21, Craft (gemcutting) +21, Diplomacy +22, Disable Device +25, Knowledge (arcana) +25, Knowledge (architecture and engineering) +21, Knowledge (history) +21, Knowledge (local) +21, Listen +25, Open Lock +23, Search +21, Sense Motive +21, Spot +25, Use Magic Device +24 (+26 to activate scrolls, rods, and wands)

Possessions combat gear, +5 *mithral shirt*, +3 *holy returning spear*, *collar of camouflage*, *headband of intellect* +2, *ring of master artifice (least)* MOE, *ring of master artifice (lesser)* MOE, *wand bracelet*MOE

Breath Weapon (Su): 50-ft. cone, once every 1d4 rounds, damage 12d10 fire, Reflex DC 33 half.

Frightful Presence (Su): Jezzen can inspire terror by charging, attacking, or flying overhead. Affected creatures must succeed on a DC 29 Will save or become shaken, remaining in that condition as long as they remain within 180 feet of Jezzen. The save DC is Charisma-based.

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whether a specific item has a magical aura. Jezzen must hold and examine the object for 1 minute. A successful check against DC 15 determines that the object has magical qualities, but does not reveal the specific powers of the item.

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EBR *Eberron Campaign Setting*, MOE *Magic of Eberron*

About the Author

Chris Lindsay plays at Wizards of the Coast during the day and spends evenings with his lovely wife and kids in not-so-sunny Renton, Washington.

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